



CASINO CONTROL ACT 1992

Order

Pursuant to section 66(1) of the Casino Control Act 1992, the Independent Liquor and Gaming Authority does, by this Order, approve amendments to the rules for the playing of the game of "Interblock Electronic Table Game" in the casino operated by The Star Pty Limited under licence granted by the Independent Liquor and Gaming Authority on 14 December 1994:

(1) Rules for the playing of 'Interblock Electronic Table Game'

The rules for the playing of the game of 'Interblock Electronic Table Game' in the casino as set forth in the attachment hereto are approved.

This Order shall take effect on the date of publication on the Authority's website.

Signed at Parramatta, this 2nd day of June 2016.

Luke Freeman
Manager, Market Product
Approvals & Casino
Operations
Delegate of the
Independent Liquor and
Gaming Authority.



**Independent
Liquor & Gaming
Authority**

INTERBLOCK ELECTRONIC TABLE GAME

Contents

1. Definitions.....	2
2. Interblock Electronic Table Game.....	3
3. Playing of Interblock Electronic Table Games	3
4. Minimum and Maximum Wagers	4
5. Wagers.....	5
6. Payouts	9
7. Player Rewards and Promotional Prizes	9
8. Irregularities.....	12
9. General Provisions.....	14
Diagram “A”	16
Diagram “B”	17
Diagram “C”	18
Diagram “D”	19
Diagram “E”	20

1. Definitions

1.1 In these rules, unless the contrary intention appears:

“Assistant Gaming Manager” means a person employed in a casino in a managerial capacity for the supervision of Interblock Electronic Table Games in the casino and includes an electronic game supervisor;

“Authority” means the Independent Liquor and Gaming Authority;

“automated dice tumbler” means a gaming device that is electronically activated and automatically shakes the dice within a tumbler and communicates the outcome of a round of play via electronic sensors;

“automated wheel” means a gaming device that automatically spins a ball around a mechanical Roulette wheel and communicates the outcome of a round of play via electronic sensors;

“cocked dice” means any of the three dice fail to come to rest with one surface flat to the base of the tumbler and that round of play shall be void;

“electronic gaming supervisor” means a person employed in a casino in a managerial capacity for the supervision of Interblock electronic table games in the casino and includes an electronic game supervisor;

“game hardware” means all the computer equipment needed for the conduct of the game, including one or more player terminals, one or more printers, routing, networking and communications devices and cabling;

“game system” means the configuration of software and game hardware necessary to conduct the game;

“inspector” means a person appointed under section 20 of the Gaming and Liquor Administration Act 2007;

“maximum bet” means the maximum amount that may be wagered on any bet selection;

“minimum bet” means the minimum amount that may be wagered on any bet selection;

“player terminal” means a terminal featuring a touch screen monitor designed to allow a player to place wagers on an electronic Roulette layout or electronic Sic Bo layout in accordance with these rules;

“promotional prize(s)” means promotional prize/s offered by the casino operator to a patron or patrons of the casino in connection with gaming given by way of a prize draw or element of chance;

“redeemable ticket” means a ticket issued by a gaming machine/electronic table game showing the value of credits accumulated and not otherwise redeemed during play on that gaming machine/electronic table game. These tickets may be redeemed at Ticket In Cash Out machines, the Cage or be

used to register a credit entitlement on a gaming machine or electronic table game;

“**stake**” means the total amount wagered on a round of play;

“**void**” means invalid with no result;

“**wagering period**” means the period determined by the casino supervisor during which a player is permitted to place, move or cancel bets. The period is a pre-configured timeframe indicated on the PT which commences at the completion of the previous game and finishes either when the game clock expires or wagering has been closed via a sensor; and

“**WND**” (**Winning Number Display**) means an electronic display and sensor that may, at the discretion of the casino operator, be attached to a table for the purpose of recording and displaying the present and most recent winning numbers spun at the table.

2. Interblock Electronic Table Game

- 2.1 Interblock Roulette shall be played via the use of multiple player terminals electronically linked to an automated Roulette wheel similar to that shown in diagram “A”, “B”, “C” and “D”.
- 2.2 Interblock Sic Bo shall be played via the use of multiple player terminals electronically linked to an automated dice tumbler similar to that shown in diagram “E”.
- 2.3 In addition to equipment described in rules 2.1 and 2.2 the following equipment: shall be used:
 - 2.3.1 a game system (other than one or more player terminals);
 - 2.3.2 The display of the touch screen monitor of a player terminal must display all the elements substantially similar to that shown in diagram “E”;
 - 2.3.3 a note stacker shall be attached to each player terminal; and
 - 2.3.4 a Ticket Printer shall be attached to each player terminal.
- 2.4 The following equipment may also be used:
 - 2.4.1 at the discretion of the casino operator, a winning number display unit (WND).
 - 2.4.2 may include features in addition to those shown in diagrams “B”, “C”, “D” and “E” if those features are not inconsistent with these rules;

3. Playing of Interblock Electronic Table Games

- 3.1 Play options shall be in accordance with the instruction as displayed on the Interblock electronic table game's artwork or screen. Such options

shall be initiated by the player activating the relevant function(s) of the Interblock electronic table game.

- 3.2 The credit meter can be incremented by:
 - 3.2.1 Australian legal tender (notes of acceptable denomination as indicated on each individual machine);
 - 3.2.2 winnings from Interblock electronic table game play;
 - 3.2.3 inserting a redeemable ticket(s); and/or
 - 3.2.4 the centralised monitoring system transferring credits to the Interblock electronic table game.
- 3.3 Interblock electronic table game play shall be initiated by the player wagering credits from the credit meter by activating the appropriate commencement function.
- 3.4 A player's winnings/prizes shall be displayed on:
 - 3.4.1 the Interblock electronic table game;
 - 3.4.2 associated prize display; or
 - 3.4.3 a combination of the above.
- 3.5 Credits displayed on the credit meter may be collected at the end of any game play.
- 3.6 Credits may be paid by issuance of a redeemable ticket or payout voucher and the credits so paid cancelled from the credit meter.
- 3.7 The game system must display the outcome of the spin or round of play on each open PT; and in respect of the wager or wagers placed on a PT must:
 - 3.7.1 clear any losing wager, by causing the chips representing that wager to disappear from the electronic layout; and
 - 3.7.2 pay any winnings thereby causing an appropriate amount to be shown on the PT win meter; and
 - 3.7.3 credit the value of the winnings and the winning wagers to the PT credit meter;

4. Minimum and Maximum Wagers

- 4.1 The minimum and maximum wagers permitted by a player shall be shown on a sign at the PT. Unless stated on the sign, wagers are not required to be made in multiples of the minimum. The sign may also state the minimum unit in which

wagers may be made above the table minimum and/or the minimum and/or maximum permitted aggregate wager (if any).

- 4.2 If a player attempts to place an individual wager that is less than the minimum permissible wager for a particular bet, at the end of the wagering period the PT must reject such wager and will cause the amount of the wager to be credited back to the player's PT credit meter.
- 4.3 If a player attempts to place a wager(s) that is:
- 4.3.1 in a multiple over the minimum which is not permitted; or
 - 4.3.2 is greater than the maximum permissible wager; or
 - 4.3.3 of an aggregate greater than the permitted aggregate wager;

the PT must display only so many chips or such denomination of chips as is the next lowest permitted wager and will not debit the player's PT credit meter in respect of that portion of the wager which is not permitted.

- 4.3.4 If, by the end of the wagering period, a player has placed one or more wagers which are in aggregate less than the permitted minimum total bet the PT must not accept the wager(s) and will cause the amount of the wager(s) to be credited back the player's credit meter.

5. Wagers

- 5.1 The wagers defined in this rule shall be the permissible wagers by a player at the game of Interblock Roulette:
- 5.1.1 "One number or Straight Up" which shall win if a single number from 1 to 36 or "0" is wagered and spun and shall lose if any if any other number is spun;
 - 5.1.2 "**Two numbers or Split**" which shall win if:
 - 5.1.2.1 either of the two numbers wagered is spun; or
 - 5.1.2.2 "0" and either of 1, 2 or 3 is wagered and any one of them is spun;
 but otherwise shall lose.
 - 5.1.3 "Three numbers or Street" which shall win if:
 - 5.1.2.3 any one of the three numbers in the row wagered is spun; or
 - 5.1.2.4 "0" and 1 and 2 are wagered and any one of them is spun; or
 - 5.1.2.5 "0" and 2 and 3 are wagered and any one of them is spun;

but otherwise shall lose.

- 5.1.4 “Four numbers or Corner” which shall win if:
- 5.1.4.1 any one of the four numbers wagered is spun; or
- 5.1.4.2 “0” and 1, 2 and 3 are wagered and any one of them is spun;
but otherwise shall lose.
- 5.1.5 “Six numbers or Six-line” which shall win if any one of the six numbers in the two rows wagered is spun and shall lose if any other number or “0” is spun;
- 5.1.6 “Column” which shall win if any one of the 12 numbers in the column wagered is spun and shall lose if any other number or “0” is spun;
- 5.1.7 “Dozen” which shall win if any one of the 12 numbers in the dozen wagered (1-12, 13-24 or 25-36) is spun and shall lose if any other number or “0” is spun;
- 5.1.8 “Low - (1-18)” which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or “0” is spun;
- 5.1.9 “High - (19-36)” which shall win if any one of the 18 numbers wagered is spun and shall lose if any other number or “0” is spun;
- 5.1.10 “Even” which shall win if the number wagered and spun is an even number and shall lose if the number spun is an odd number or “0”;
- 5.1.11 “Odd” which shall win if the number wagered and spun is an odd number and shall lose if the number spun is an even number or “0”;
- 5.1.12 “Red” which shall win if the colour of the number wagered and spun is red and shall lose if the number spun is black or “0”;
- 5.1.13 “Black” which shall win if the colour of the number wagered and spun is black and shall lose if the number spun is red or “0”.
- 5.2 The wagers defined in this rule shall be permissible automated multiple piece wagers:
- 5.2.1 Serie 5/8 (six piece wager); 5/8, 10/11, 13/16, 23/24, 27/30 and 33/36;
- 5.2.2 Orfanelli (five piece wager); 1, 6/9, 14/17, 17/20 and 31/34;
- 5.2.3 Vicini Dello Zero (nine piece wager); 0/2/3 x 2 pieces, 4/7, 12/15, 18/21, 19/22, 25/29 x 2 pieces and 32/35;
- 5.2.4 Neighbours; a wager on one specific number and the numbers immediately to the left and right of that number on the Roulette wheel.

5.3 Winning wagers at the game of Interblock Roulette shall be paid at the following odds:

Bet	Win
Straight up	35 to 1
Split	17 to 1
Street	11 to 1
Corner	8 to 1
Six Line	5 to 1
Column	2 to 1
Dozen	2 to 1
Red	1 to 1
Black	1 to 1
Even	1 to 1
Odd	1 to 1
1 to 18	1 to 1
19 to 36	1 to 1

5.4 The wagers defined in this rule shall be the permissible wagers by a player at the game of Interblock Sic Bo:

5.4.1 "Small" means a wager which shall:

5.4.1.1 win if any of the totals of 4, 5, 6, 7, 8, 9 or 10 appears in any combination of the three dice, with the exception of triple 2 or triple 3;

5.4.1.2 Lose if any other total or a triple appears.

5.4.2 "Big" means a wager which shall:

5.4.3.1 win if any of the totals of 11, 12, 13, 14, 15, 16 or 17 appears in any combination of the three dice, with the exception of triple 4 or triple 5;

5.4.3.2 lose if any other total or a triple appears.

5.4.3 "Specific Triples" means a wager on any one of the specific triples 1, 2,3, 4, 5, or 6, which shall win if that triple appears and shall lose if any other combination appears.

5.4.4 "Specific Doubles" means a wager on any one of the specific doubles 1,2, 3, 4, 5 or 6, which shall win if that double or win once only if a triple

of the same number appears, and shall lose if any other combination appears.

5.4.5 "Any Triple" means a wager on any triple 1, 2, 3, 4, 5 or 6 which shall win if a triple appears and shall lose if any other combination appears.

5.4.6 "Three Dice Totals" means a wager on any one of the totals 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16 or 17 which shall win if that total appears in any combination of the three dice and shall lose if any other total appears.

5.4.7 "Dice Combinations" of

1 and 2, 3, 4, 5 or 6

2 and 3, 4, 5 or 6

3 and 4, 5 or 6

4 and 5 or 6

5 and 6

means a wager on any one of these specific combinations which shall win once only if that combination appears on two or more of the dice and shall lose if any other combination appears;

5.4.8 "Single Die Bet" means a wager on any one of the numbers 1, 2, 3, 4, 5, or 6, which shall win if that number appears on one or more of the dice and shall lose if that number does not appear.

5.5 Winning wagers at the game of Interblock Sic Bo shall be paid at the following odds:

Bet	Win
Triples	190 to 1
Any Triple	31 to 1
Doubles	12 to 1
Small	1 to 1
Big	1 to 1
Single Numbers:	
On 1 of the Dice	1 to 1
On 2 of the Dice	2 to 1
On all 3 Dice	12 to 1
Combinations	6 to 1

Dice Totals:	
4 and/or 17	62 to 1
5 and/or 16	31 to 1
6 and/or 15	18 to 1
7 and/or 14	12 to 1
8 and/or 13	8 to 1
9 and/or 12	7 to 1
10 and/or 11	6 to 1

6. Payouts

- 6.1 A player entitled to receive a manual payout should verify the amount of the payment and must acknowledge receipt of that payment by signing the manual payment form.
- 6.2 The casino operator may withhold the payment of any promotional prize or redeemable ticket or payout voucher, or demand the return of any promotional prize or redeemable ticket or payout voucher, subject to notification to and review by an inspector, until such time as the casino operator has completed an investigation and made a determination.
- 6.3 Wherever possible, promotional prizes, redeemable tickets or payout vouchers payable by the casino operator will be paid immediately to the player. However, the casino operator may:
- 6.3.1 delay payment, subject to further verification of the player's entitlement, to a mutually agreed time;
 - 6.3.2 pay the promotional prize other than in a form requested by the player; and
 - 6.3.3 request an appropriate form of personal identification from the player.

7. Player Rewards and Promotional Prizes

- 7.1 The casino operator may offer from time to time Promotional Prizes in conjunction with gaming in the casino.
- 7.2 Promotional Prize draws shall be overseen by a scrutineer nominated by the casino operator where an individual prize has a value over \$10,000.

- 7.3 When offering a non-monetary prize of a Promotional Prize, with the exception of prizes consisting of slots dollars and/or casino dollars, the casino operator may give the winner the option to be paid a cash alternative of the non-monetary prize instead which shall be clearly stated in the terms and conditions of the promotion.
- 7.4 If a Promotional Prize is a cash prize and is greater than \$10,000 the prize-winner may choose to be paid the amount as cash, by a crossed cheque made out to the winner, by electronic funds transfer to the winner or by a combination of these payment options.
- 7.5 The non-monetary prize rules as set out in section 66(4) of the Casino Control Act 1992 apply and Promotional Prizes will not consist of or include any of the following:
- 7.5.1 tobacco in any form;
 - 7.5.2 a firearm, or ammunition, or an imitation firearm, within the meaning of the Firearms Act 1996;
 - 7.5.3 a prohibited weapon within the meaning of the Weapons Prohibition Act 1998;
 - 7.5.4 more than 20 litres of liquor; or
 - 7.5.5 any item or service prescribed by the regulations.
- 7.6 The casino operator will detail the terms and conditions associated with any Promotional Prize and make reference to these terms and conditions in the marketing material. These terms and conditions will be readily available within the casino boundary, or through appropriate means including but not limited to secure websites, email click through, direct mail or brochures.
- 7.7 The terms and conditions to any Promotional Prize must include, but are not limited to, the following:
- 7.7.1 the manner in which a Promotional Prize is to be awarded;
 - 7.7.2 when and where the Promotional Prize will be awarded;
 - 7.7.3 the characteristics, criteria and/or requirements for a player to be eligible for a Promotional Prize;
 - 7.7.4 if there is a minimum or compulsory wager for each player to be eligible for a Promotional Prize then that minimum or compulsory wager;
 - 7.7.5 the nature of the Promotional Prize and any qualification, reservation or guarantee given by the casino operator, if applicable;
 - 7.7.6 the closing date and time for receipt of entry into any Promotional Prize promotion;
 - 7.7.7 the place, date and time of any Promotional Prize promotion;

- 7.7.8 the method for claiming a Promotional Prize (including any requirement for entrants to be physically present);
- 7.7.9 how the winner of a Promotional Prize will be notified;
- 7.7.10 how the results of a Promotional Prize will be published;
- 7.7.11 details of the prizes and their value including any conditions relating to receiving, using or accepting prizes; and
 - 7.7.11.1 If the prize is machinery or an electric appliance, details shall also include:
 - i) Make;
 - ii) Model;
 - iii) Accessories.
 - 7.7.11.2 If the prize is a motor vehicle, details shall also include:
 - i) Make;
 - ii) Model;
 - iii) Accessories; and
 - iv) whether registration and other on-road costs are included.
 - 7.7.11.3 If the prize is travel, details shall also include:
 - i) number of persons entitled to take advantage of the travel prize;
 - ii) what is included (airfares, transfers, other transport, duration, accommodation standard, meals);
 - iii) restrictions on when the travel must be taken;
 - iv) if spending money is included.
 - 7.7.11.4 If the prize is real estate, details shall also include:
 - i) the type of dwelling;
 - ii) plans;
 - iii) contract details;
 - iv) easement details;
 - v) address or other location;
 - vi) what is included – conveyancing, legal costs, fixtures, furniture.
- 7.8 When an entrant is not required to be present at a draw to win a Promotional Prize, reasonable endeavours must be made by the casino operator to notify the winner of any Promotional Prize within 2 days of the draw by the following methods:
 - 7.8.1 face-to-face; or
 - 7.8.2 mail; or
 - 7.8.3 telephone; or
 - 7.8.4 email.

- 7.9 The casino operator shall provide the Authority with full details of the terms and conditions of any offer by the casino operator of a Promotional Prize at least 24 hours prior to the commencement of any promotion.
- 7.9.1 Authority approval is required for the casino operator to amend the terms and conditions of the promotion after the commencement of the promotion.
- 7.10 The casino operator shall inform a patron/s as soon as practicable of the reason(s) for refusing to award them a Promotional Prize. The casino operator must retain:
- 7.10.1 all details of claims for a Promotional Prize over \$100 which are denied by the casino operator. These details shall include the names and addresses of the claimants and the reason(s) why the claims were not met.
- 7.11 In the event of a dispute relating to the terms and conditions of a Promotional Prize promotion, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to a promotion, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 7.12 Should the casino operator determine that the integrity of the promotion and/or draw has been compromised it may either postpone the promotion and/or draw until such a time as the integrity of the promotion and/or draw has been validated or cancel the draw. Should this occur the inspectorate is to be notified immediately.

8. Irregularities

- 8.1 If a player terminal, automated Roulette wheel or dice tumbler experiences a malfunction the electronic gaming supervisor/Assistant Gaming Manager must seek to confirm what wagers were placed through the analysis of available records in the player terminal and cause the results to be re-calculated and/or make appropriate adjustments to the patron(s) credit meter based on the actual outcome.
- 8.2 For the purposes of rule 8.1, a player terminal, automated Roulette wheel or dice tumbler shall be taken to have malfunctioned where:
- 8.2.1 multiple credits are displayed on the credit meter of the player terminal screen that are not in keeping with the settlement odds contained in rule 5 and the amount wagered; or
- 8.2.2 the normal playing sequence of the player terminal is interrupted or the normal display is faulty; or
- 8.2.3 if, in Interblock Roulette, the ball comes to rest prior to the end of the wagering period; or
- 8.2.4 if, in Interblock Roulette, the ball is spun without the wheel rotating, the dealer or casino supervisor shall announce "no spin"; or

- 8.2.5 if, in Interblock Roulette, the ball drops after the end of the wagering period and the game system detects an error, the electronic gaming supervisor/Assistant Gaming Manager must seek to confirm the wagers that were placed through the analysis of available records in the PT and if there is no malfunction, wagers will be re-calculated in accordance with the actual outcome; or
 - 8.2.6 if in Interblock Sic Bo, the outcome of the dice is known prior to the end of the wagering period; and
 - 8.2.7 for any other reason the casino operator is of the opinion that the player terminal or automated Roulette wheel is not functioning correctly.
- 8.3 If the electronic gaming supervisor/Assistant Gaming Manager is unable, for the purposes of rules 8.1, to confirm the relevant wagers placed through the analysis of available records in the player terminal, the electronic gaming supervisor/Assistant Gaming Manager shall declare void the relevant wagers.
- 8.4 The electronic gaming supervisor/Assistant Gaming Manager shall declare all relevant Interblock Sic Bo wagers void when:
- 8.4.1 the dice are cocked;
 - 8.4.2 for any other reason the casino operator is of the opinion that the dice tumbler is not functioning correctly.
- 8.5 Players are required to notify the casino operator in the event of any malfunction of a player terminal at which they are playing. Failure to do so, and the retention of any benefit, chip credit or free play as a result of a player terminal malfunction, may be considered to be a contravention of these rules.
- 8.6 Any malfunction of the operating equipment, hardware or software on an Interblock electronic table game shall void any Interblock electronic table game payouts on the player terminal controlled by that software.
- 8.7 For the purposes of rule 8.6 a server terminal shall be taken to have malfunctioned where:
- 8.7.1 multiple player terminals connected to the same server terminal display the same error message;
 - 8.7.2 for any other reason the casino operator is of the opinion that the player terminal is not functioning correctly.
- 8.8 If in the game of Interblock Roulette the ball drops after the end of the wagering period and the system displays an error message indicating there is an issue with the reading the correct number, the electronic supervisor will investigate the matter and if no actual malfunction the wagers will be paid in accordance with the indicated number.

9. General Provisions

- 9.1 A player shall be entitled to play more than one Interblock electronic table game at a time, unless otherwise instructed by an electronic gaming supervisor/Assistant Gaming Manager.
- 9.2 The player of an Interblock electronic table game is required to clear credits from the Interblock electronic table game when a close of play warning or notification is initiated.
- 9.3 The WND unit must be disregarded if the WND unit displays a number other than the actual outcome.
- 9.4 Players are required to notify the casino operator in the event of any malfunction of an Interblock electronic table game at which they are playing. Failure to do so, and the retention of any prizes, coin issues or free play as a result of an Interblock electronic table game malfunction, may be considered to be a contravention of these rules.
- 9.5 Tilting, rocking, or in any way damaging or interfering with a Interblock electronic table game, or attempting to operate a terminal with any object or device other than legal tender is prohibited, and may be considered to be a contravention of these rules.
- 9.6 A person shall not, either alone or in concert with any other persons, use or control at or near a Interblock electronic table game or location related to the playing of Interblock electronic table games a calculator, computer, or other electronic, electrical or mechanical apparatus or device that is capable, with respect to a Interblock electronic table game or a part thereof, of interfering with an outcome or the proper or normal operation of a Interblock electronic table game or a part thereof.
- 9.7 Rule 9.5 shall not apply to use or control by an agent or employee of the casino operator or an inspector where such person is acting in the course of their duty.
- 9.8 Where an electronic gaming supervisor/Assistant Gaming Manager is satisfied that a person has contravened any provision of rule 9.3, 9.4, 9.5, 9.10, 9.11, 9.12 or 9.14 the electronic gaming supervisor may:
- 9.8.1 declare that any wager made by the person is void;
 - 9.8.2 direct that the person shall be excluded from further participation in playing of Interblock electronic table games; or
 - 9.8.3 recommend the person be excluded from the casino in line with the provisions of section 79 of the Casino Control Act 1992.
- 9.9 An electronic gaming supervisor/Assistant Gaming Manager may invalidate the outcome of a game if:
- 9.9.1 the game is disrupted by civil commotion, fire, riot, brawl, robbery, an act of God; or

- 9.9.2 any fraudulent act is perpetrated by any person that, in the opinion of the electronic gaming supervisor/Assistant Gaming Manager, affects the outcome of the game.
- 9.10 Where the outcome of a game is invalidated under rule 9.9, all wagers made by the players for that particular result may be refunded provided that an electronic gaming supervisor/Assistant Gaming Manager may direct that the wager of any player referred to in rule 9.9.2 be forfeited.
- 9.11 A person who interferes with, disturbs, or intimidates other Interblock electronic table game patrons or casino employees is in breach of these rules.
- 9.12 Players and spectators are not permitted to have side bets with or against each other.
- 9.13 Where, in the opinion of a electronic gaming supervisor/Assistant Gaming Manager, a person is not actively playing an Interblock electronic table game and is:
- 9.13.1 occupying an Interblock electronic table game; or
 - 9.13.2 occupying an adjacent area such that it restricts another patron from gaining access to play a Interblock electronic table game;
- an electronic gaming supervisor/Assistant Gaming Manager may direct the person to vacate the Interblock electronic table game or adjacent area. If a person refuses to comply with this directive, that person is in breach of these rules.
- 9.14 A casino supervisor may close a gaming table at which players are present provided a sign showing the proposed time of closure has been displayed at the table for at least 20 minutes before the closure.
- 9.15 Any dispute or complaint concerning a casino game shall be referred for decision in the first instance to an electronic gaming host, subject to a review (if requested) by an electronic gaming supervisor/Assistant Gaming Manager.
- 9.16 In any dispute arising from the play of the game, the decision of the casino operator is final. Where any person is not satisfied with a decision of the casino operator relating to the conduct of gaming, the person will be advised of their right to lodge a complaint with an inspector under section 33 of the Gaming and Liquor Administration Act 2007.
- 9.17 A copy of these rules shall be made available for inspection upon request.

Diagram "A"
Wheel Number Sequence

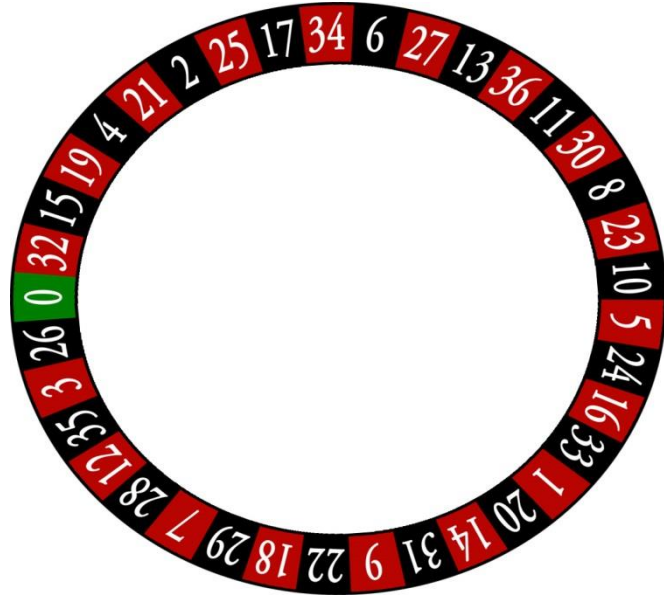


Diagram "B" Layout and Bet Placement



Diagram "C" Roulette Screen Layout



Diagram "D" Roulette Racetrack Layout



Diagram "E" Sic Bo Screen Layout

